

LOGAN CAMPBELL

+1(250) 300-9015 ♦ Kelowna, BC

loganbmcampbell@gmail.com ♦ linkedin.com/in/logan-campbell ♦ lcampbell.ca ♦ github.com/Logan-Campbell

SUMMARY

A reliable and hard worker who is able to write clean and efficient code. Always willing to learn new things to grow as a programmer and as a person. Excel in technologies such as Java, C#, HTML/CSS/JS.

EDUCATION

Bachelor of Computer Information Systems Degree, Okanagan College

Graduating April 2023

Relevant Coursework: Web Development (Full Stack), Algorithms, Data Structures, Database Management, Linux Networking, Microservices, Software Engineering, Mobile Development (IOS & Android).

SKILLS

Languages	Java, C#, HTML5, CSS3, JavaScript, Python, PHP, C/C++, Ruby
Frameworks	Blazor WebAssembly, ASP.NET Core, React, Ruby on Rails
Tools	Git (Github & Bitbucket), Visual Studio, AWS, LaTeX, Jira
Database	SQL, PL/SQL, MySQL, PostgreSQL, MSSQL

EXPERIENCE & PROJECTS

Flexible Workplace Location Tool

October 2022 - Present

Capstone Project for Interior Health

- Developer for a data driven form submission and reviewing platform to streamline the application process of working from home for Interior Health.
- Created reusable front end components for displaying relevant and concise information.
- Created RESTful API functions in the back end following MVC patterns.
- Followed client coding standards and best practices, such as code style and self-documenting code.
- Worked in a group of 10 following Agile Methodologies, planning and meeting sprint goals, providing accurate time/effort estimates of tasks, and tracking user stories through Jira.
- Built using Blazor WebAssembly, C#, ASP.NET Core to allow for easy integration with existing client infrastructure.

Personal Website

Jan 2023

Personal Project

- Developed and designed a website to show off past work.
- Built using React, hosted on AWS, to take advantage of a reliable and well documented tech stack.
- Implementation of a clean and responsive UI to work on all sorts of devices.

Interactive Infographics

Jan 2021 - April 2021

Course Project for Checklick

- Created live interactive graphs for users to track athlete performance instead of generating static PDF files that could take several minutes to complete.
- Adapting and responding to changing requirements, like prioritizing which graphs needed to be completed first before the deadline.
- Working with the client to establish realistic project deliverable so that there is no surprises when it comes time to turn over the project.
- Demonstrated strong ability to learn new technologies quickly, such as Ruby and Ruby on Rails.